**What is the Unreal Engine End User License Agreement (EULA) for Publishing?**

The [Unreal Engine End User License Agreement for Publishing](https://www.unrealengine.com/eula/publishing) is a legal document that you’re agreeing to when you choose one of two standard ways to sign up for Unreal Engine. It governs your use of Unreal Engine, and also describes your rights and obligations when you build games or other interactive off-the-shelf products using the engine.   
  
This license is free to use; a 5% royalty is due only when you monetize your game or other interactive off-the-shelf product and your gross revenues from that product exceed $1,000,000 USD. The 5% royalty is calculated on the amount over and above the first $1M in gross revenue. You can find out more about royalties in the [Releasing products](https://www.unrealengine.com/faq?active=release) section of this FAQ.  
  
Download the EULA as a PDF [here](https://cdn2.unrealengine.com/Unreal+Engine%2Ffaq%2FUnrealEngineEULA_for_Publishing_v15-b9955ec2954f0e09fade11b2d9acecfc65cb6ab1.pdf).

The official version of the EULA is in English only, but we currently have a Japanese language [EULA](https://www.unrealengine.com/eula-reference/publishing-ja), a Korean language [EULA](https://www.unrealengine.com/eula-reference/publishing-ko), and a Chinese language [EULA](https://www.unrealengine.com/eula-reference/publishing-zh-cn) available for reference purposes.

**What is the Unreal Engine End User License Agreement (EULA) for Creators?**

[The Unreal Engine End User License Agreement for Creators](https://www.unrealengine.com/eula/creators) is a legal document that you’re agreeing to when you choose one of two standard ways to sign up for the Unreal Engine. It governs your use of the Unreal Engine, and also describes your rights and obligations when you create projects using the engine. This license is free to use and 100% royalty-free; you can use it to create internal or free projects, or to develop linear content or custom projects for clients, but not for publishing off-the-shelf offerings.  
  
Download the EULA as a PDF [here](https://cdn2.unrealengine.com/Unreal+Engine%2Ffaq%2FUnrealEngineEULA_for_Creators_v2-7ed34cf9366990cb130d4c57d05fc93e92ca721d.pdf).

The official version of the EULA is in English only, but we currently have a Japanese language [EULA](https://www.unrealengine.com/eula-reference/creators-ja), a Korean language [EULA](https://www.unrealengine.com/eula-reference/creators-ko), and a Chinese language [EULA](https://www.unrealengine.com/eula-reference/creators-zh-cn) available for reference purposes.

**I work for a company that uses a different game engine. Am I allowed to use the Unreal Engine on my personal time?**

Yes, the EULAs are very liberal in this regard. They don't contain a Non-Disclosure Agreement (NDA). You’re free to use, learn from, and freely discuss the Unreal Engine even if you’re developing a competing product or technology.

**What are Unreal Engine 4's system requirements?**

You can view our recommended and minimum hardware and software specifications for Windows, MacOS, and Linux [here](https://docs.unrealengine.com/en-US/GettingStarted/RecommendedSpecifications/index.html).

**Can I access previous versions of Unreal Engine?**

All previous versions of Unreal Engine 4 are available from the Epic Games launcher and on [GitHub](https://www.unrealengine.com/ue4-on-github).  
For information on Unreal Engine 3 and Unreal Development Kit, click [here](https://www.unrealengine.com/previous-versions).

**What support resources are available?**

View the [Support page](https://www.unrealengine.com/support) for the most comprehensive information regarding how you can get help and information for development with the Unreal Engine.

If you're a custom licensee (meaning you have an Unreal Engine license agreement with Epic other than the free EULA), you should ask your questions at the [Unreal Developer Network](https://udn.unrealengine.com/) (login required).

**What platforms are supported?**

Unreal Engine enables you to deploy projects to Windows PC, PlayStation 5, PlayStation 4, Xbox Series X, Xbox One, Nintendo Switch, Google Stadia, MacOS, iOS, Android, AR, VR, Linux, SteamOS, and HTML5. You can run the Unreal Editor on Windows, MacOS, and Linux.

PlayStation 5, PlayStation 4, Xbox Series X, Xbox One, Nintendo Switch, and Google Stadia console tools and code are available at no additional cost to developers who are registered developers for their respective platform(s).

**How do I get started with console game development?**

Submit a console request form [here](https://epicgames.secure.force.com/Forms/FormConsoleAccessRequest).

**Does Epic really give everyone the entire C++ source code for UE4?**

Yes. Access to full C++ source code for UE4 is included from the moment you create an account and install the engine. You can download source code from [GitHub](https://www.unrealengine.com/ue4-on-github), and you will continue to receive regular updates, including access to live source code changes. Even if you don’t plan to modify the source, it’s super-useful to have it available to understand and debug interactions between your C++ code and the engine’s C++ code!

**How do I submit Unreal Engine code changes back to Epic?**

GitHub is our channel through which a growing number of contributors can fork and modify the engine. Source code changes you check in at GitHub will be visible to the community. If you submit a pull request to Epic, we'll review it and consider inclusion of your code into mainline UE4. If we ship your contribution, we'll gladly add your name to the credits in the engine.

**Can I create Unreal Engine videos or streams and use them to generate YouTube ad revenue or Twitch donations?**

Yes. You can earn advertising revenue or Twitch donations from Unreal Engine videos and publish to YouTube. No royalty is owed on this revenue.

**How much do I have to pay for Unreal Engine?**

Unreal Engine is free to use. We offer a choice of licensing terms depending on your use of Unreal Engine.

* [Unreal Engine End User License Agreement for Publishing](https://www.unrealengine.com/eula/publishing): This license is free to use; a 5% royalty is due only when you monetize your game or other interactive off-the-shelf product and your gross revenues from that product exceed $1,000,000 USD. In other words, the first $50k of royalties that you would have otherwise owed are on us! You can find out more about royalties in the [Releasing products](https://www.unrealengine.com/faq?active=release) section of this FAQ.
* [Unreal Engine End User License Agreement for Creators](https://www.unrealengine.com/eula/creators): This license is free to use and 100% royalty-free; you can use it to create internal or free projects, or to develop linear content or custom projects for clients, but not for publishing off-the-shelf interactive offerings.
* There are also options for custom licenses. Contact us to inquire about a custom license for either [games](https://www.unrealengine.com/en-US/get-now/games?custom=true) or [non-games](https://www.unrealengine.com/en-US/get-now/non-games?custom=true) use.

**I’m a consultant. Do I owe royalties on consulting fees?**

No.

**What is the Unreal Engine Marketplace?**

The [Marketplace](https://www.unrealengine.com/marketplace) is the e-commerce platform through which content creators using Unreal Engine connect with developers by providing a wealth of game-ready content and code. Check out the [Marketplace FAQ](https://www.unrealengine.com/marketplace-faq) and [Marketplace Guidelines](https://www.unrealengine.com/marketplace-guidelines) for more information on obtaining and distributing products through the Unreal Engine Marketplace.

**What happens when I send feedback to Epic?**

Epic [welcomes your feedback](https://forums.unrealengine.com/unreal-engine/feedback-for-epic?24-Feedback-for-Epic=) and code or other content submissions. If you send code and/or content to us, you need to have all the necessary rights to send it to us. However you send it, we will own it, and can (but don't have to) use it in the engine. Regardless of whether we use it, you can still use it (as long as it is in a way allowed by the EULA).

At any given time you are welcome to see our [development roadmap](https://trello.com/b/TTAVI7Ny/ue4-roadmap) and vote on the features you’re most interested in seeing next!

**When will Unreal Engine 5 be made available?**

UE5 will be in preview in early 2021. The full release will follow later that year.

**Is UE5 required to develop a next-gen game?**

No. Unreal Engine 4.25, released in May 2020, supports PlayStation 5 and Xbox Series X.

**Will the licensing model change for UE5?**

No. Everyone will be able to download and use Unreal Engine for free, as always.

**Will it be possible to migrate a UE4 project to UE5?**

Yes. Developers will be able to migrate their UE4 projects to UE5, which is backwards-compatible. Developers targeting next-gen consoles are encouraged to start building with UE4 today and port their projects to UE5 if needed.

**How can I find out more about UE5?**

For more information, check out our [announcement blog](https://www.unrealengine.com/blog/a-first-look-at-unreal-engine-5).

**What are Epic MegaGrants?**

Epic Games has committed $100,000,000 to provide financial grants to creative, noteworthy, and innovative projects built in and around Unreal Engine or projects that enhance the open-source 3D graphics ecosystem.  
  
Grants range from $5,000 to $500,000, and cover a variety of endeavors from game development, architecture projects, and film production to academic uses and software tool development. No matter what size grant you receive, you will continue to own your IP and will be free to publish however you wish.

**What can I do with my grant money?**

Whatever will make your project successful. If you are requesting more than $25,000, we want to hear about how you plan to use the funds. If your planned use of the funds changes over the course of your project, that is perfectly fine.

**When do I get my grant money?**

For grants up to and including $25,000, you will receive the entire grant amount in a single payment.  
  
For larger grants, funds will typically be paid out over several installments, depending on the size of the grant and complexity of your project. We’ll let you know about installment timing when your grant is approved, and will check in with you periodically throughout the life of your project. We’ll never tell you how to use money granted to you, but we do want to see continued planning, progress, and viability in your project prior to payout of an installment.  
  
With some large and complex projects, Epic may procure services for your use as part of the grant, if doing so would be efficient in bringing your project to fruition.  
  
The MegaGrant may have tax implications for you. We recommend you check with a tax professional familiar with your local tax laws to understand the tax implications to you.

**Do I have to pay the money back at a later date?**

Absolutely not. We will never ask you to pay back any money that Epic has paid you under Epic MegaGrants. This is not an investment on Epic's part, nor is it a loan. This is our way to give back to the incredible community and reward excellence.

**Why would Epic do this?**

Simply put, we succeed when you succeed. We’re incredibly proud of the Unreal Engine community and want to do what we can to grow that community. Epic wants to help you focus more on creation and worry less about keeping the lights on.

**Who and what are we looking for?**

We’re looking to support anyone doing amazing things with Unreal Engine or for the 3D graphics ecosystem. To ensure that Epic MegaGrants delivers the most value to the community, here are a few considerations:

* **Games**: Please submit game projects that are past the idea/design phase and have at least some form of working prototype. A link to a video of your working prototype would be ideal.
* **Film, TV & live events**: We welcome applications for film, television, and other visual media, location-based entertainment, and live events.
* **Other non-games verticals**: We’d love to see your Unreal Engine projects in other industries, including architecture, automotive, manufacturing, simulation, product design, advertising, VR/AR, and more. For complex projects, we are looking for more detailed project plans and prototypes.
* **Education**: Research, educational curricula and course development, student projects, and university programs using or related to Unreal Engine are all eligible. Any other Unreal Engine projects undertaken by students or educators are also eligible to apply. Please note that for institutions, we only accept submissions from degree-granting schools and educators at such schools.
* **Tools and open-source development**: You can submit an application for a new tool, plans to port existing tools to UE4, or create tools that integrate existing software with Unreal Engine. You can also submit a new open-source tool (including tools that provide interoperability) or any enhancement for existing open-source projects related to 3D graphics. For new tools, we would like to see a detailed plan or, if available, a prototype.

If you don’t know which of these categories your project falls into, please apply. The more details you can provide about your project, the easier it is for us to evaluate it.

**Is my non-Unreal-Engine project eligible?**

Yes. If your project is built in another engine or toolset and you want to move it to Unreal Engine, you are eligible to apply for an Epic MegaGrant. If you want to develop a project that enhances open-source 3D content creation, whether or not it integrates with or relates to Unreal Engine, you are also eligible.

**I'm in. What's next?**

Submit your application via the [form](https://www.unrealengine.com/en-US/megagrants) on the Epic MegaGrants page and tell us about your project. Send us videos, links, and any other info you think will help us see why your project is awesome.

**How is my project going to be evaluated?**

We evaluate each project based on quality and unique appeal, by how much it will benefit the Unreal Engine and 3D graphics community and ecosystem, and whether we think the work is viable.

**Is there a deadline for submission?**

The deadline for submission is directly dependent on the funds remaining in the program. At this point, there is no deadline.

**Is this limited to developers in the United States?**

No. If we can legally make payment to you, you are eligible. The grant is considered income to you, which is likely subject to tax based on where the activity is performed. We recommend you check with a tax professional familiar with your local tax laws to understand the tax implications to you.

**Can I apply for more than one project?**

Yes.

**Can I apply more than once for the same project?**

If your project was not chosen for an Epic MegaGrant and you have made updates to your project that you’d like us to consider, you are eligible to reapply.

**Does it have to be a game?**

Absolutely not. Anything in or relating to Unreal Engine is eligible. There are many ways to build something incredible in or around the Unreal Engine and 3D graphics universe. For example, 3D digital creation tools, and learning materials about Unreal Engine such as books, lesson plans, and videos are examples of eligible projects

**Do I have to be a business to receive a grant?**

No. Individuals are eligible and encouraged to apply.

**Will single developers and small teams be treated differently than large studios or businesses?**

We strive for fairness and treat every project equally, regardless of who you are.

**When will I hear back from Epic? What can I expect?**

You can expect to hear from us within 90 days of submitting your application. We’ll also follow up if we need more information or if we need a bit more time to evaluate your project.

**How is Magic Leap supporting Epic MegaGrants?**

As part of an ongoing commitment to AR development, Epic Games and Magic Leap have partnered to provide Magic Leap One: Creator Edition spatial computing devices to select Epic MegaGrant recipients.

**What kinds of products can I release with Unreal Engine?**

You can release any product that is allowed by law. You can release games, demos, VR projects, architectural showcases, trailers, films, and more.

The only parts of the Unreal Engine you can’t release to the general public are the source code and tools or modifications to them; these components may only be distributed to other licensees with access to the same version of the Unreal Engine.  
  
Read the [Unreal Engine EULA for Publishing](http://www.unrealengine.com/eula/publishing) and the [Unreal Engine EULA for Creators](http://www.unrealengine.com/eula/creators) for full details.

**What do I need to do when releasing a game or other off-the-shelf interactive product?**

You must notify Epic when you begin collecting revenue or ship your product; see our [Release page](http://www.unrealengine.com/release) for more details.

**If I release a commercial game or other interactive off-the-shelf product, what royalties are due to Epic, and when?**

Under the terms of the [Unreal Engine EULA for Publishing](http://www.unrealengine.com/eula/publishing), you are generally obligated to pay to Epic 5% of gross revenue on your product after it generates $1,000,000 USD in gross revenue, regardless of what company collects the revenue. The 5% royalty is calculated on the amount over and above the first $1M in gross revenue.

Royalty payments are due 45 days after the close of each calendar quarter. Along with the payment, you must send a royalty report on a per-product basis. For more information, see our [Release page](http://www.unrealengine.com/release).

**How has the royalty agreement changed since May 13, 2020?**

Effective May 13, 2020, and retroactive to January 1, 2020, the royalty exemption amount is increased to $1,000,000 USD in lifetime gross revenue per title, up from the previous $3,000 USD per quarter.

**If I have paid royalties for Q1 of 2020 under the previous royalty agreement, and my product has not yet earned $1,000,000 USD, how will I get a refund?**

Epic Games is actively reviewing all royalties paid for Q1 of 2020, and will reach out to you directly if you are due a refund. You do not need to take any action.

**Do I need to report revenue forever?**

You are required to report revenues on a quarterly basis after your product generates more than $1,000,000 USD. In any quarter in which your product generates less than $10,000 USD, you do not need to report revenues. If your game or other interactive off-the-shelf product is no longer being sold, no revenue reports are due.

**Can you walk me through a few example royalty payment scenarios?**

Let’s say you released a game earlier this year and it made $500K in Q1 2020. $500K is less than $1M, so no royalties are due and you do not need to report revenues. If you have already paid royalties on this quarter, Epic will reach out to you and return them.  
  
In Q2 2020, your game earns an additional $700K, bringing the total gross revenue to $1.2M.   
  
At this point you would report on revenues, deduct the $1M royalty exemption from total revenue, and calculate the 5% royalty using the remainder.

$1,200,000 - $1,000,000 = $200,000  
$200,000 x 0.05 = $10,000

This would mean that up until now you have used Unreal Engine during your entire development cycle for free, earned $1.2M in revenue, and you owe a royalty of $10,000.  
  
Let’s say your game makes $300K in Q3 2020. Since the $1M threshold has been exceeded, and the amount earned in the quarter is greater than $10K, royalties are due on the full quarterly amount at the rate of 5%.

$300,000 > $10,000  
$300,000 x 0.05 = $15,000

You would report your game’s revenues and owe $15,000 in royalties.  
  
As sales slow, your game only makes $5K in Q4 2020. Although you’ve passed the $1M threshold, the earnings this quarter are less than $10K, and so no royalties are due and revenues do not need to be reported.  
  
As business picks back up in Q1 2021, your game makes $100K. Since you’ve passed the $1M threshold, and the amount made in the quarter is greater than $10K, revenue reporting and royalties are due at the 5% rate.

$100,000 > $10,000  
$100,000 x 0.05 = $5,000

You would report your game’s revenues and owe $5,000 in royalties.  
  
In summary, if the lifetime revenue of your game from Q1 2020 to Q1 2021 is $1,605,000, the total amount of royalties payable is $30K.

**Does the $1M royalty exemption apply to both Unreal Engine 4 and Unreal Engine 5?**

Yes, it applies to both Unreal Engine 4 and, when released, Unreal Engine 5, effective as of January 1, 2020.

**Is the $1M royalty exemption applicable per title or is it based on company revenue?**

It is applicable per title.

**If I release two games and they each make $600K in revenue, what do I owe Epic?**

Nothing.

**What about downloadable content, in-app purchases, microtransactions, virtual currency redemption, and subscription fees, as well as in-app advertising and affiliate program revenue?**

Revenue from these sources is included in the gross revenue calculation above.

**Why does Epic think it’s fair to ask for a percentage of a developer’s product revenue?**

Our aim is to provide powerful tools, a scalable and productive workflow, advanced features, and millions of lines of C++ source code that enable developers to achieve more than they would otherwise be able to, so that this structure works to everyone’s benefit.

In this business model, Epic succeeds only when developers succeed using Unreal Engine. Many of the industry’s leading developers and publishers have signed up to license Unreal Engine with royalty-based terms over the years, and now this level of access is open to everyone. And, don't forget, we continue to offer [custom terms](https://www.unrealengine.com/custom-licensing).

**What if my project requires custom licensing terms?**

If you require terms that reduce or eliminate the 5% royalty in exchange for an upfront fee, or if you need custom legal terms or dedicated Epic support to help your team reduce risk or achieve specific goals, we’re here to help. [Contact us](https://www.unrealengine.com/custom-license) for more information.

**Can I ship a game that supports mods using the Unreal Editor or source?**

Yes, and we have designed the Unreal Editor and launcher to accommodate this. We aim to build a unified development and modding community. Here is how this works: You’re free to release your game through any distribution channels of your choosing, however the Unreal Editor (including modified versions) and code may only be distributed through official Epic channels (e.g. the UE4 launcher for binaries, and GitHub for source), to users who have accepted the EULA.

**What if my product is released through a publisher or distributor?**

You’re free to release Unreal Engine products through a publisher or distributor, and the EULA gives you the right to sublicense the necessary parts of Unreal Engine to them so they can release your product.  
  
When negotiating terms with publishers, please keep in mind that the royalty remains 5% of the product's gross revenue after generating $1,000,000 USD. In this scenario, feel free to refer your publisher to Epic during discussions, as it may be advantageous to all if the publisher obtains a [custom-negotiated](https://www.unrealengine.com/en-US/get-now/games?custom=true), multi-product Unreal Engine license covering your product.

**What if my project wins cash awards?**

You do not have to pay royalties on award winnings.

**What if my product obtains crowdfunding via Kickstarter or another source?**

Royalties are due on revenue from Kickstarter or other crowdfunding sources when the revenue is actually attributable to your product. For example, if the user is required to purchase a particular funding package to obtain access (now or later) to your product, or if that package gives the buyer benefits within the product such as in-game items or virtual currency.

Here’s an example of what we mean by “attributable”: Assume you provide two tiers of offers, a signed poster for $20, and a signed poster plus game access for $50. No royalties are due on ancillary products like posters, so no royalty is due on the $20 tier. On the $50 tier, the user is paying for the poster with a $20 value, and that implies that the remaining $30 of value is attributable to the product. So, for each $50 tier sale, you’d pay a royalty of $1.50 (5% of $30).

**Are any revenue sources royalty-free?**

Yes! The following revenue sources are royalty-free:

* Ancillary products, including t-shirts, CDs, plushies, action figures, and books. The exception is items with embedded data or information, such as QR codes, that affect the operation of the product.
* Consulting, work-for-hire services, and in-house projects using Unreal Engine. This applies to using the engine to create architectural, automotive, or other visualizations, as well as consultants receiving a development fee for creating custom projects.
* Non-interactive linear media, including movies, television shows, animated films, and cartoons distributed as video.
* Amusement park rides and live installations.
* Truly free games and apps (with no associated revenue).
* Location-based experiences, such as interactive amusement park rides, coin-op arcades, or VR experiences.

**What modifications can I make to the source code?**

You can extend it, modify it, fork it, or integrate it with other software or libraries, with one exception: You can’t combine the Unreal Engine code with code covered by a “Copyleft” license agreement which would directly or indirectly require the Unreal Engine to be governed by terms other than the EULA.

* Unacceptable Copyleft licenses include: Software licensed under the GNU General Public License (GPL), Lesser GPL (LGPL) (unless you are merely dynamically linking a shared library), or Creative Commons Attribution-ShareAlike License.
* Acceptable Non-Copyleft licenses include: Software licensed under the BSD License, MIT License, Microsoft Public License, or Apache License.

**Can I share Unreal Engine source code or tools with others?**

You can share the source code or tools, along with any modifications you’ve made, with anyone who is an Unreal Engine licensee who is authorized to access the same version of the engine as yours, e.g. the 4.x.x version number of your installed build.

**Can I copy and paste Unreal Engine code into my own project or engine?**

If you use any Unreal Engine code in your product (even just a little), then your entire product is governed by the [Unreal Engine EULA for Publishing](http://www.unrealengine.com/eula/publishing), and is subject to 5% royalties when your gross lifetime revenues from that product exceed $1,000,000 USD.

**Can I study and learn from Unreal Engine code, and then utilize that knowledge in writing my own game or competing engine?**

Yes, as long as you don’t copy any of the code. Code is copyrighted, but knowledge is free!

**Can I share code snippets online?**

Unreal Engine licensees are permitted to post engine code snippets (up to 30 lines) in a public forum, but only for the purpose of discussing the content of the snippet.

**Can I teach Unreal Engine in my classroom**?

Epic Games enthusiastically supports educational use of Unreal Engine! For detailed information about the opportunities, see our [Academic Use](https://www.unrealengine.com/education) page. If you're ready to teach Unreal, please visit our [Academic Partners](https://www.unrealengine.com/academic-partners) page.

**What provisions do the Unreal Engine EULAs make for educational use?**

Besides all of the free, friendly, and accessible terms for general use of Unreal Engine, academic institutions are authorized to install Unreal Engine on any of their computers (e.g. in computer labs), and all users of those computers can access the engine.

**What does this mean for students who wish to release Unreal Engine projects commercially?**

Students who choose to ship their class projects as commercial games or other interactive off-the-shelf products are under the same EULA terms as other Unreal Engine developers. Successful games that make more than $1,000,000 USD in lifetime gross revenues are obligated to pay a 5% royalty to Epic Games.

**Why is Unreal Engine especially well-suited for computer science programs?**

Because UE4 includes full C++ source, students have 100% visibility into the workings of one of the world’s leading-edge software projects. Students can learn from the design of Unreal Engine, and carry out their research in areas such as graphics, simulation, physics, and computer vision by extending the engine, while leveraging all of its existing capabilities. This is an amazing way to build real-world experience and a strong resume!

**Can I create official documentation and textbooks?**

Yes. We'd love to hear about any contributions you'd like to make. Please utilize our resources and share information with the community. You can kick off discussions about this on the [forums](http://forums.unrealengine.com/), chat with us on [Twitter](http://twitter.com/unrealengine), and attend our weekly [Twitch](http://www.twitch.tv/unrealengine) stream.

**Does Unreal Engine support moddable games?**

Yes! Unreal Engine has been designed with modding in mind. The complete source code, easy-to-use tools, [modding forums](https://forums.unrealengine.com/development-discussion/modding?68-Modding=), tutorials and documentation we provide for developing games are also available to your game's modding community to take full advantage of. In addtion, we've designed Unreal Engine's business terms to be friendly to modding.

**Why are mods interesting?**

An active mod community can take a game far beyond the scale and scope that a developer can achieve alone, and have a multiplicative effect on the game's community engagement and success. Many of us at Epic got our start in the mod communities surrounding early games like Quake, Unreal, and Half-Life, and now we're proud to provide tools and business terms enabling game developers to take modding to the next level!

**As a developer of a moddable game, what can I redistribute?**

First of all, you can redistribute your game, and mods for your game, to anyone and through any channels you desire. These redistribution rights are covered in the [Unreal Engine EULA for Publishing](http://www.unrealengine.com/eula/publishing) section 1a.

Second, you can freely redistribute your customized version of the Unreal Editor, and (if you choose) UE4 source code to the Unreal Engine community through Epic's Unreal Engine channels including GitHub and the Marketplace. These redistribution rights are covered in [Unreal Engine EULA for Publishing](http://www.unrealengine.com/eula/publishing) section 1b.

**Why does the Unreal Editor and source have to be released through Epic's Unreal Engine channels?**

The intent here is to keep the entire Unreal Engine developer community together, so that everyone from pros to indies and modders shares the same documentation, forums, content marketplace, and collaboration resources. Over time we'll be doing a lot to expand this and further improve the engine for moddable games.

**How should I distribute the editor to mod developers?**

Create a GitHub fork of Epic's UE4 repository and place your editor binaries there, and create a tutorial page telling users how to install it into their existing installation of your game and get started. In time, we'll provide a more user-friendly means of distributing binaries.

**Can I distribute C++ source to mod developers (and should I)?**

You're free to redistribute all of Epic's UE4 source, and your modifications and extensions to it, to the Unreal Engine community, through a fork of Epic's UE4 GitHub repository. Of course, you're also free to not redistribute any source, if that's what you prefer.

Generally, source code is of interest to a smaller and more hardcore developer community than the Unreal Editor and its user-friendly interface for Blueprint visual scripting and other systems. We recommend starting with a release of mod tools, and considering source later as your community gains momentum.

**Are there any restrictions on how I can distribute mods for my game?**

No. As a game developer, you can distribute your game's mods through any channels you like, and you can give mod makers permission to distribute their mods through whatever channels you choose. Mods can be distributed directly to your customers online, or through a publisher, or through services such as Valve's Steam Workshop.

**Can mods be sold?**

It is up to the developer of each moddable Unreal Engine-based game to decide whether and how mods may be sold for that game. If the game developer chooses to control the curation and sale of mods to users, then the royalty terms in section 5 of the [Unreal Engine EULA for Publishing](https://www.unrealengine.com/eula/publishing) apply to the game developer's revenue. If the game developer allows mod developers to sell their own mods directly to users, then those terms apply to the mod developer's revenue.

**Can assets be used from the Unreal Engine Marketplace for mod development?**

Yes, mod developers are free to purchase Unreal Engine Marketplace content for use in their mods, and to redistribute that content to the general public as part of their playable mods (in the form of object code and cooked content).

However, mod developers may only share commercial Marketplace content in source code or uncooked form within their mod development team. You must not release content in this format to the community at large, as the Marketplace developers who created it rely on selling it as a source of income.

**Where can I find support for making mods using UE4?**

Moddable games will generally include a tutorial on the specifics of modding that game. Beyond that, all of the Unreal Engine [documentation](https://docs.unrealengine.com/latest/INT/) and [video tutorials](http://docs.unrealengine.com/latest/INT/Videos/) are generally applicable to all moddable games built in Unreal Engine. Be sure to visit the [modding forums](https://forums.unrealengine.com/development-discussion/modding?68-Modding=) as well.

**What's a good example of a moddable UE4 game?**

Check out *ARK: Survival Evolved*, the first moddable game for UE4, which is available on Steam. To get started with ARK modding, see this [tutorial](http://www.playark.com/workshop/). You can access ARK's tools directly through the Epic Games launcher.

**What is Twinmotion?**

Twinmotion is a real-time visualization tool that empowers you to quickly and easily produce high-quality images, panoramas, and standard or 360° VR videos from design data. It’s been specifically designed for architecture, construction, urban planning, and landscaping professionals. See all of the features and find out more on the [Twinmotion home page](http://www.twinmotion.com/" \t "_blank).

**Who can use Twinmotion?**

Twinmotion is for anyone wanting to create stunning visualizations. Whether you’re a professional working in a commercial environment, a hobbyist working on a personal project, or a student or educator. Depending on how you intend to use Twinmotion, there are different [license options](http://www.unrealengine.com/get-now/twinmotion) available.

**What am I allowed to do with the full Twinmotion license?**

The full Twinmotion license is for use on any projects, personal or commercial. It is a perpetual license that enables you to use the software for an unlimited period of time.

**What am I allowed to do with the Twinmotion free trial?**

The Twinmotion trial is freely available for anyone to use for an unlimited period of time for testing the product; it may not be used for commercial purposes. The trial includes the full features of Twinmotion, with the exception of exports being limited to a 2K resolution.

**What am I allowed to do with the Twinmotion version for education?**

The Twinmotion educational version is freely available for students and teachers to learn and use Twinmotion for any academic reasons, but may not be used for any commercial purpose. The educational version includes the full features of Twinmotion. Academic institutions are authorized to install it across all their computers (for example, in computer labs).

**Do I have to pay royalties if I use Twinmotion?**

No, Twinmotion is 100% royalty-free.

**How do I get Twinmotion?**

Visit the [Get Twinmotion page](https://www.unrealengine.com/get-now/twinmotion) to purchase your full copy of Twinmotion online, try the features before you buy with our free unlimited-time trial, or—if you are a student or educator—get the free Twinmotion for education. Additionally, you can purchase Twinmotion from one of our [authorized resellers](http://www.unrealengine.com/twinmotion/resellers).

**How much does Twinmotion cost?**

The MSRP for Twinmotion is $499 USD for a perpetual license; prices may vary by region and may include applicable taxes. For a limited time, Epic is offering a 25% discount, and including free upgrades to all releases until December 31, 2021.

**How do I receive a receipt of any transaction?**

You will receive receipts for all transactions via email. You can also access your [payment history](https://www.unrealengine.com/dashboard/payment/history) from your personal dashboard. For businesses requiring a VAT-formatted receipt, you are able to provide your company and VAT number on your Account Management page.

**Can I request a refund?**

You can visit our [support community](https://twinmotionhelp.epicgames.com/s/) to request a refund within 14 days of purchase.   
  
Purchases made through resellers should be addressed directly with the reseller.

**Can I purchase Twinmotion through a reseller?**

Yes, Epic has partnered with a number of global resellers who may be able to provide localized training and support, as well as enabling you to purchase multiple licenses. Visit our [Twinmotion reseller page](https://www.unrealengine.com/twinmotion/resellers" \t "_blank) to view our partners.

**What if I already registered for Epic’s free 2019 version of Twinmotion?**

You may continue to use the free 2019 version if you desire, however as a thank-you for your early interest in Twinmotion, Epic is pleased to offer you a free upgrade to Twinmotion 2020 and all subsequent releases until December 31, 2021. This entitlement is automatically added to your account, and you can access the new releases directly from the Epic Games launcher.

**Can I open my Twinmotion 2019 project in Twinmotion 2020?**

Yes, you can open Twinmotion 2019 projects in Twinmotion 2020 but some elements might need to be manually updated, including lighting, vegetation, and/or reflecting materials.

What operating systems is Twinmotion available for, and what are the system requirements?

Twinmotion is currently available for Windows 7, 8, or 10 (64 bit), and MacOS 10.13.6 or later. For recommended system requirements, read our [support article](https://twinmotionhelp.epicgames.com/s/article/TwinMotion-System-Requirements).

**What software is supported by Twinmotion?**

Twinmotion features direct one-click synchronization with ARCHICAD, Revit, SketchUp Pro, Rhino (including Grasshopper), and RIKCAD. You can download the relevant plugin [here](https://www.unrealengine.com/twinmotion/plugins). You can also bring in data from virtually all 3D content-creation programs, with support for importing FBX, SKP, C4D, and OBJ files.

If I download the latest version of Twinmotion, will I lose access to historical versions of the product?

You retain access to any Twinmotion version you have acquired in the past. Prior versions are separate installations which can be run side by side with your current version.

**Is there technical support for Twinmotion?**

Support for Twinmotion is community-based. You can get help by participating in [online discussion forums](https://twinmotionhelp.epicgames.com/s/) with other users. If you run into an issue with the software, you can also [report a bug](https://twinmotionhelp.epicgames.com/s/case-community-page).

**What learning resources are available for Twinmotion?**

Twinmotion is very intuitive and easy to use, and, as such, most people find that they can learn the majority of its functionality through simply exploring the interface. If you’d like a more guided route to getting started, take the free [Introduction to Twinmotion](https://www.unrealengine.com/en-US/onlinelearning-courses/introduction-to-twinmotion) video course. There are also a number of Twinmotion-related webinars on our [Webinars page](https://www.unrealengine.com/en-US/events/webinar-series). For reference, you can consult our [online help playlist](https://www.youtube.com/playlist?list=PL6jXt5vX3A7M0Bg0irAT1Hl1m_QW7OZkP); press F1 while using any feature in the software to bring up the associated video.

**Do I need to have Unreal Engine to use Twinmotion?**

No, you don’t need to have Unreal Engine to use Twinmotion.

**What if I had previously purchased Twinmotion from Abvent?**

Customers who purchased Twinmotion from Abvent prior to May 13, 2019 are eligible for a free license of Epic’s Twinmotion 2020.1 and free upgrades until December 31, 2021.   
  
If you have any questions about how to gain access or about a maintenance and support agreement you’ve previously purchased from Abvent, please visit our [support site](https://twinmotionhelp.epicgames.com/s/article/Twinmotion-for-Former-Abvent-Customers?language=en_US) for assistance.

**Can I still access the 2019 release of Twinmotion that Epic provided for free?**

Epic’s free 2019 release of Twinmotion is no longer available for new users, however anyone who had previously registered for access still has the ability to download and use it from the Epic Games launcher.

**What's the Twinmotion EULA (End User License Agreement)?**

The [Twinmotion EULA](https://www.unrealengine.com/eula/twinmotion" \t "_blank) is a legal document which you’re agreeing to when you sign up for Twinmotion. It governs your use of Twinmotion.  Download the EULA as a PDF [here](https://tm.unrealengine.com/TWINMOTION_END_USER_LICENSE_AGREEMENT.pdf).  
  
**The official version of the EULA is in English only, but we have available selected translations for reference purposes:**

* Русский: [читать лицензионное соглашение (только для справки)](http://www.unrealengine.com/eula-reference/twinmotion-ru" \t "_blank)
* Português brasileiro: [Ver versão do EULA para fins de referência](https://unrealengine.com/en-US/eula-reference/twinmotion-pt-br)

**Why are you no longer offering Unreal Studio?**

As of Unreal Engine 4.24, the features of Unreal Studio have been incorporated into Unreal Engine and are now available to all users for free. The most notable feature is Datasmith, a workflow toolkit that enables you to efficiently aggregate and optimize 3ds Max, Revit, SketchUp Pro, Cinema 4D, and a wide range of CAD and BIM data in Unreal Engine. Other features include static mesh editing, basic UV projections, jacketing and defeaturing optimization tools, and a Variant Manager.

**Will I have to pay royalties if I use Unreal Studio features in Unreal Engine?**

Your royalty obligations do not depend on the features you use in Unreal Engine. Rather, royalty obligations will depend on the type of license that you accept. You can choose between the following license types:

* [Unreal Engine End User License Agreement for Publishing](https://www.unrealengine.com/eula/publishing): This license is free to use and incurs 5% royalties when you monetize your game or other interactive off-the-shelf product and your lifetime gross revenues from that product exceed $1,000,000 USD.
* [Unreal Engine End User License Agreement for Creators](https://www.unrealengine.com/eula/creators): This license is free to use and 100% royalty-free, just like Unreal Studio was; you can use it to create internal or free projects, or to develop linear content or custom projects for clients, but not for publishing off-the-shelf offerings.
* There are also options for custom licenses. Contact us to inquire about a custom license for either [games](https://www.unrealengine.com/en-US/custom-licensing) or [non-games](https://www.unrealengine.com/en-US/enterprise/contact-us) use.

**Can I still use the versions of Unreal Studio I have already installed?**

You may continue to use existing versions of Unreal Studio, however they will no longer be supported.

**How can I access support?**

The support community dedicated to Unreal Studio has concluded along with the beta program. Support for these features is now folded into the existing channels for Unreal Engine. Community support is available through [AnswerHub](https://answers.unrealengine.com/index.html" \t "_blank) and our [forums](https://forums.unrealengine.com/), and custom licensee support is available on the [Unreal Developer Network](https://udn.unrealengine.com/).

**What happens to the ESRI CityEngine project that was previously available only to Unreal Studio users?**

With the retirement of Unreal Studio, the [ESRI CityEngine project](https://www.unrealengine.com/marketplace/en-US/slug/cityengine-vr-experience) is available to all Unreal Engine users on Marketplace.

**What will happen to the Allegorithmic Substances entitlement that was part of Unreal Studio?**

Former Unreal Studio beta members who have had an entitlement to use certain Allegorithmic Substances as part of the beta program will retain that entitlement, however no new entitlements will be offered.